

JAE PARK

CHARACTER/CREATURE ANIMATOR

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EDUCATION:

Ringling College of Art + Design 2005 ~ 2009, Sarasota FL
Bachelor of Fine Arts in Computer Animation
2005 Best of Ringling, 2D Flour Sack Animation

EXPERIENCE:

Animation Intern, May 2010 ~ Present: Pendulum Studios, San Diego, CA

- Working on Tron: Evolution's in-game cinematic.
- Cleaned and modified motion-capture data to finalize given scenes.
- Key framed facial animation as well as certain shots that requires key frame body animation.

Contract Character Artist, Oct. 2009 ~ Apr. 2010: ArenaNet, Bellevue, WA

- Working on Guild Wars 2
- Created Keyframe creature and elemental animations for prototype (Animated prototype creature approved and will be applied in game for Guild Wars 2)
- Responsible for all the Armors suit with different body types of races.

Freelance Animator, July 2009 ~ Oct. 2009: Melody Street LLC. Los Angeles, CA

- Completing duties and tasks under tight schedule
- Learned to communicate with fellow animators and supervisors electronically and produce professional work successfully

SIGGRAPH, FJORG! 2009 Viking Animator: Team Stepped Children

- **Winner for Audiences' Favorite Award**
- Story development to finalizing render, managed to complete within 32 hours under pressure.
- Team based competition working with two other artists, requiring good communication skills

Freelance Artist, Dec. 2008 ~ Jan. 2009: Creative Solution Laboratory, San Francisco, CA

- Created character designs
- Experienced and develop skills working with a client

